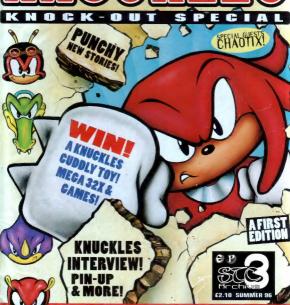
KNOEK-OUT SPEELA



SEGA'S FISTICUFFED HERO MAKES HIS MARK



In honour of his achievements we've pulled out all the stops to bring you, the fans, this special show-case issue crammed with things to read, do, and nose through.

As this is the first ever issue of its kind, I'll hold you back no longer and leave you to knuckledown and enjoy!

Knuckle Head (K.F.C. Chair Person)

We want to beer from each and every one of you!
Write in, say bello, and tell us what you liked (or
disliked) about this Knuckles Knock-out Special.
Send your letters to:-

Knuckles Knock-out Special 25-31 Tavistock Place London WCIH 9SU

Bryon can sané your n-mail messages to:knuckles@eamont.co.uk

New York and Section 1985, Promised for Faverey Remontant, 25-71 Section Prince, another PCL BASE, Tall CHI 244-6450.

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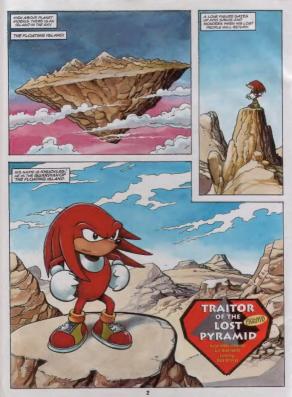
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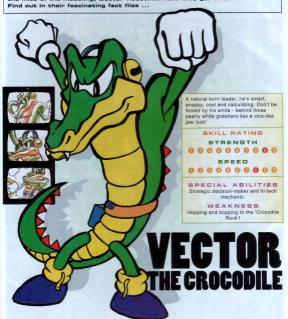






CHAOTIX-TICS!

The Chaotix Crew are Knuckles' silles on the Floating Island. A force to be recknosed with, they are united by a sole mission; to save the Island from the likes of the meddling, Dactor Robotnik. Have they got what it takes? Find out in their fessionation feat files





MICHTY THE ARMADILLO

Tough on the outside and on the inside, his bony amour-plating can with-stand any amount of battering from Badniks. Supreme confidence is his key to handling sticky situations.

SKILL RATING

STRENGTH 0 0 0 0 0 0 0 0 0

5PEED

CRECIAL ARILITIES

SPECIAL ABILITIES
A smart, all-round fighter.

WEAKNESS Claims not to have any



STRENGTH

00000000000

SPEED 00000000000

SPECIAL ABILITIES The only one who can fly, he's an aerial acrobat with rapid reflexes.

WEAKNESS His annoying, bumbling nature!



ESPIO THE CHAMELEON

for his own good.

SKILL RATINGS

STRENGTH

0000000000

SPEED 0000000000

SPECIAL ABILITIES Spinning-top attack and powers of invisibility.

> WEAKNESS Hot-tempered and impatient.

CHUCKLES WITH KNUCKLES!

Kick up your heels and have a bellyful of laughs with these sidesplitting, rib-tickling, jokes and puns. Well, how else does an Echidna keep himself amused?



FIVE USES FOR A SQUASHED HEDGEHOG

- Brillo pad Hair brush
- 3 Door mat 4 Pin-cushion
- Frisbee



Why can't Sonic keep a secret? Because he's always TELLING TAILS! How does Knuckles keep the Chaos Emeralds clean? By using KNUCKLE-

DUSTERS

What's red on the inside and yellow on the outside? Knuckles disguised as a banana!

Why does Robotnik love to go to the museum? Recome of the EGG-hbits!

Who can't take Chaotix seriously?
Espio the COMEDIAN!



How do you measure the speed in which Sonic runs? In MILES PER-

What kind of tests did

Robotnik take at school? EGGS-arns! ... Did he do well? No, he was EGGS-pelled!





Army: "Fancy a dance, Sonic?" Sonic: "I'd much prefer the QUICK-STEP, Army!"



Who's fat, furious, and stuck to his chair? Doctor RobOSTICK!



Badnik 1: "IRON feeling tired." Badnik 2: "OIL bet it's

METAL fatigue!"
Badnik 1: "Yes, I just

need a RUST!"

Badnik I: "IRON STEEL feeling tired ..." Badnik 2: "Have you tried aOHROMEatherapy?" Badnik 1: "Yes, but 1 got BRASSED off with it!" Badnik 2: "Well, if there's any Til I can do ..." Badnik 1: "TANKS!"

How many Badniks does it take to change a lightbulb? A lot. They always make a habit of NBORNG them!



Anny: "Do you want to boogie, Tails?" Tails: "Sorry, Anny. I'm more into the FOXTROT!"

What do you call a hedgehog covered in vinegar?

Prickle!



Grimer: "Doctor, doctor, when will I recover from my Mobian measles?"
Doctor Robotnik: "How should I know, I don't make RASH promises."

Knock! Knock!
Who's there?
Nack!
Who's there?
Nack! NACK!
Stop knocking! I'm
coming!















































A STAR IN THE MAKING!

HOW DID SEGA'S ENIGMATIC
ECHIDNA COME INTO BEING? WHAT.
ARE THE SECRETS TO HIS SUCCESS?
WHAT DOES THE FUTURE HOLD? NEIL
'KNOW-HOW' BRYANT GOES
STRAIGHTTO THE TOP FOR THE
NO-NONSENSE TRUTH.

ack in the early 1990's, at the Sega Technical institute in America, plans were underwey to develop a new character that had the same animal magnetism as Sonic the Hedgehog, but looked distinctly different and unique. Of

Grooming their chosen subject for standom was by no means an easy task, and a team of three Japanese designers were ready to create an exciting new look for their prodigy. Just like pop stors and film stars in the showbiz world, it's important for a video game star to have the right heir, tlothing and accespries too. Taking his natural abilities such as physical strength, climbing, and digging, into consideration, the Echidne was fitted with his trademark spiked white gloves. (Bashy foot-wear, and metallic neck collar - wow, he now looked the business)

Such a special-looking animal phylopusly needed an equally special name.

Humphrey the Echidna just didn't have that ring to it, while Dreads the Echidna, sounded too much like a bad guy. So after much brainstorming and head scratching, Segs bottins finally come up with Knuckles well bard!

Having plaughed so much time and energy into moulding their new star, the big question was, would the public like him? Over the months, a series of tests were carried out, whereby various pictures of Knuckles were taken and shown to experts in the field of trend spotting - namely school children!

The pink rinse and sunset orange hair colours got the big thumbs down, and as for the curly perm, ahem, the less said about that, the better! It was by an overwhelming majority, that the 'red dreaded look' scored top marks. Not surprisingly, this was Soge's first choice too, and according to the designers. 'Hed seemed exciting, coal and very unusual. Just like a Ferrari - perfect!'.

Alas, the time had come for Sege to pack their new star off into the video game world of flashing lights and sensational stages...







blus Sonic 11
To the first
SER This
allowing you
to play as
Knitckles
Elsthur of für
to what







Sega's lead designer is as pleased as punch with Knuckles increasing popularity *Nothing could be more satisfying than to have him turn out to be a hit!" Looking into the future, there's more life in the Echidna vet. according to sources at Sega's Technical Institute, "Knuckles will definitely be making more appearances in some of our future games. He is very talented, and we have lots of ideas about new things he can do ..." Way cool!

Thanks to Knuckles' kindness, the Emerald Hill Folk have re-built their homes on the Floating Island's Mushroom Hill Zone. The community is thriving, and the residents have their own local newspaper, The Mushroom Hill News. M.H.N's chief correspondent persuaded the island's heroic quardian to give this exclusive interview ...

Mushenna Hill Mewar First on

Knockies: That's okay You'l he safe from Docton Rebotok here If he ever does figure out where getting through the island's protective force field

MHM: For sure. Now tell me.

Hill Folk came, I was the only living.

MKN: What happened to the race of

Kaucidea: I rion't really know what became of my geogle. One day they

MHN: But if you've never met your

Knuckies: Look I'd rather not talk about this subject it's a private matter. Can we move on MI



MHN: Of course How did you first

Knuckles: It was when his escape ood crash landed m: the Floating

MHM: And you rescued him, right?

Kauckies: I wasn't to know he was an arst person from Mabius Ed evermet

MAN: Didn't you end up fighting for was captured by Sonic?

Reuckies: I arlmit he tricked me and feared villain on Mobius. He also said that Sonic was determined to get has hands on the Floating Island's

MHM: I see Navertheless Robotnik

Knuckles: That was much later By then I knew the touth about Robotnik Don't forget it was me who eventually destroyed the Death Eco.

MANN: Of course, we all really appreciate that. Now it was reported

Enuckies: Oh them!

MIN: I can imagine why you don't want to be reminded \$\mathbb{H}\$ the Marxins.

Knuckles: What of it are you trying W say I'm stupid?

WHIM: No not at all But it's a bit of

Kurchies: Let me out the record

MHN: The Carnival Night Zone?



tt-sa been-a nice-e knowing you!

Koackles: That's it. They told me they would give me a share of the profits, which I could use to repair

MHN: Did it not occur so you that Robotnik, end that the Carrival Might

Knuckles: No, why should I think island all my life, I'm not used M being lied to but I'm learning really fast, though! The Marxio Brothers got what they deserved

MAN: So what about Dector

Knueklas: What?

MHN: Doctor Zechery, you remembar! The only one III your lost Knackes: How did you find out about that?

MRN: A reporter has bis sources

Knuckles: Well Zachary found his

that was out m gave Zachary my power from the

defeated Zachary and his robot. I used the robut's head to replace the destroyed Master Emerald, Since the Emerald power was contained in the robot, the Floating Island was shie to use that

MHN: Soy those Chaos Emecalds.

Knuckles: Listen pal, for your information. I've now replaced the Master Emerald with a new one.

MHN: I wonder how long that will

Knuckes: What do you mean?

MAN: Nothing : was just thinking

MHN: Am I

Knuckies:



MHM: How?

Kauckles: Is doesn't matter. Everything's okay now

MHA: I'm sure our readers would be

Knuckles: Oh, all right then. When I

Knackles: Look, why don't you ask me about some of my great victories? Like when Tails and I travelled into the Nameless Znne and defeated the terrifying demon known as the Dark One? Or the time the Chaotix Crew and myself took on the Brotherhood Of Metallix? How typical of you journalists at always look for the had news!



Mortal Metallix mashing

MHN: Okay, 'If change the subject Let me ask you about Sonic

Kauchles: What about him?

MMN: Well, the big debate pack at the Mushroom Hill Zone is, who's the strongest, you on him?

Knacklee: Come on do you really expect me to answer that?

MHN: Yeah, we all thought it was Sonic, too!

Knuckles: I never said that! Sonic may be good, but I'm the strongest!

MHN: Of course, you would say that But just now at Sonic's sporkling track record

Kauchlee: Sonid's just a litishy showoff! Without me he'd never have escaped from the pyremid in the Sandopolis Zone, and when the Sky Sanctuary fell apart. I saved him from falling to certain death:

MHN: Yeah? Well who was a who got the Master Emerald back from Robothik just in ome to save one entire Floating Island? Sonic thats who not never talk about that do you?

Knuckles: Listen you're really beginning to make my dreads out! What sort of questions ere these anyway? Her wait a minute ... your face ... ere you weening a mssk?

MHN: Alphy didon't couch that ... get off!

Knuckles: Soriel What em you doing dispuised as a reporter?

Sonic: Erm, even a super harmone me needs it day off!

Kareldes: What's the hig idea with this interview? And you laying to make a monkey nut of me?

Sould: Don't you mean an Echidna's He hat Come on, it's a bit of a laugh isn't it?

Knuckles: No, it's raddy well not!

Sonic: Leim down! he trouble with you. Knuckles, is you've no sense of humour.

Keechles: Okay, sn, you want to know what I think of Sunic the Hedgehog, do you? Right, I think you're a total and absolute...

Sorry, readers, but we'll have to leave Knuckles final words to your own imagination! K.F.C.

























































BADNIK ALERT!



POPTANK

ZONE ORIGIN: Marina Madness
DANGER RATING: 3
WARNING! One thing this piece of heavy
artillery won't be firing is fizzy lemonade!

BUSHBUBBLE

DANGER RATING: 1 WARNING! An air-headed bubblebrained Badnik can do a lot of damage.

OOH-AH! OUCH! YIKES! ... AND THAT'S JUST LOOKING AT THEM! THIS MOTLEY CREW OF MECHANICAL MEANIES ARE DEVIOUS AND DANGEROUS, SO BE ON YOUR GUARD!



hooter in town! It can spot its target a mile away.



CHAOTIX HINTS & TIPS

Forearmed with Bednik info and the following hints and tips, you'll cruise through the Chectix game with ease.

COLUMN STREET

Making your way through this beast profit for the prefix easy, until you reach level four. Here, you need to go through a door in the background to reach the second part of the level. Press Up on the D-pad to enter and find the next door and press Up on the D-pad again to exit.

Step into the future and find your way through a labyrinh of switches which you must hit in order to reach the next part of the maze. On reaching level 3, go to the upper right-hand corner, until you get to a dead end. Jump to the left, and you will reach the exit.

MARRIED BIADERING

Ship ahoy! Make use of platforms on the boats, for jumping to higher levels. In every level of this stage there will be a boat containing a yellow switch. Hif the switch in order to move the whole level up or down, otherwise you'll be dizzily going round in circles forever!

From this point on, you're in for a tough time! Start by locating the flashing coloured switch on the right wall, to activate a nearby clock. This will now open up walls that lead to other parts of the level. 'Boosters' will help roject you and your partner in different directions, so make use of them. Jump into the mouth of the

second and biggest vacuum you see, to transport you to the next level.

Levels 2, 3, 4 and 5, again contain switches, springs, boosters, vacuums and capsules to help you through. Remember, you can get yourself out of sticky situations by climbing up walls or throwing your partner up to platforms to reach the top.

PRINCIPAL SALES

Follow the paths through balloon-filler levels in this crazy carnival stage. Locate and hit the red spring in level one, continue, and this will take you to a bonus round. Once out of the bonus stage, hit the yellow and blue springs and continue, till you reach the clear sign.

In levels two and three, follow the paths and hit the coloured springs. There's also a second bonus stage. When you see an elevator, use it, otherwise you'll be running round in circles.

Beware of the unlockable door in level four. Try as you might, you won't get through, so go the other way instead! Keep your eyes peeled for a red saucer-shaped teleporter which takes you through a wall to reach the exit. In level 5, there are more elevators and springs! Again remember you can throw your partner up platforms and climb up walls. Continue, till you come to a hole in the ground which is big enough for you and your partner to fall in. Once through the path.







































